X\_mark = " X "

o\_mark = "o"

blank = " "

row0 = [ blank, blank, blank]

row1 = [blank, blank, blank]

row2 = [blank, blank, blank]

gameboard = [row0, row1, row2]

def printboard():

rows = 0

while (rows < 3):

print(gameboard[rows])

rows = rows + 1

print(" ")

def addmove(mark,row, col):

gameboard[row][col] = mark

printboard()

rowMove = int(input("Player X make a move: row = "))

colMove = int(input("Player X make a move: col = "))

print (rowMove, colMove)

if (gameboard[rowMove][colMove] != blank):

print("Move spot is already taken! Try again...")

rowMove = int(input("Player X make a move: row = "))

colMove = int(input("Player X make a move: col = "))

addmove(X\_mark,rowMove,colMove)

printboard()

rowMove = int(input("Player o make a move: row = "))

colMove = int(input("Player o make a move: col = "))

print (rowMove, colMove)

if (gameboard[rowMove][colMove] != blank):

print("Move spot is already taken! Try again...")

rowMove = int(input("Player o make a move: row = "))

colMove = int(input("Player o make a move: col = "))

addmove(o\_mark,rowMove,colMove)

printboard()

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colMove = int(input("Player X make a move: col = "))

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